



# 2023 ACER HIGH SCHOOLS CUP

## PARTICIPATE IN ESPORTS

The 2023 Acer High Schools Cup powered by Predator Gaming provides a structured and well governed esports tournament for aspiring gamers to prove their skills amongst their peers and rival high schools.

Open to all high school students who are 13+ years of age across Australia and ideal for those that have a passion for video game culture and esports.



## WHAT IS ESPORTS?

Esports is the sport of playing video games. It features players competing across the world from amateur to professional skill levels where participating athletes are earning millions of dollars in salaries and global fame. Esports athletes are said to experience the same feats of physical and mental aptitude as athletes in traditional sports



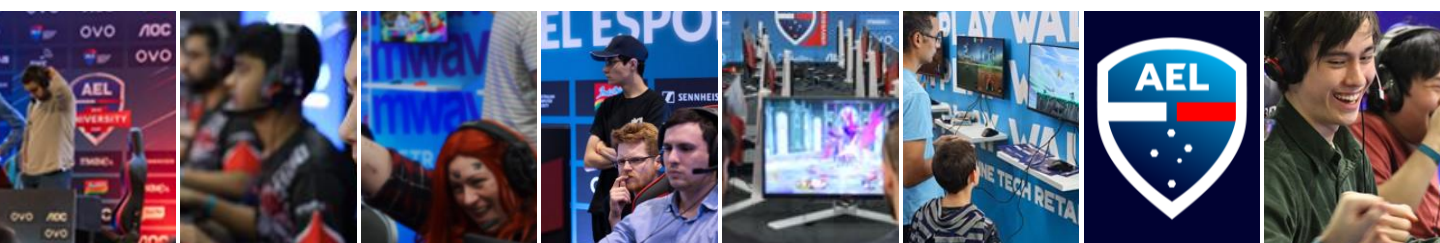
## WHO ARE THE AUSTRALIAN ESPORTS LEAGUE? AND WHAT DO WE DO?

*The Australian Esports League (AEL) is promoter of nationally structured grassroots esports competitions, enabling participation across the nation.*

Established in 2016, the vision of the AEL is to provide players of all skill levels the opportunity to participate in esports and build local communities of like-minded players.

The AEL is responsible for a number of competitions that feature a broad range of video games. In addition to the Acer High Schools Cup the AEL delivers:

- a national University Cup recognised by UniSport Australia;
- National Team selections for events like the Commonwealth Esports Championships, International Esports World Championships and the Global Esports Games;
- local and online tournaments for all ages and skill levels across Australia; and,
- gaming events.





# GAMING AT HIGH SCHOOL

*The AEL encourages students who have an interest in gaming or esports to join in and participate. Speak to a teacher or faculty member about starting an esports club and registering for the competition.*



## BENEFITS OF ESPORTS

Like with any sporting activity esports promotes cognitive growth and social benefits in players.

Studies show that students who participate in esports may have increased confidence, empathy, peer acceptance and leadership skills. Additionally students may benefit from improved cognitive, communication skills, team work, strategic thinking, problem solving, reading comprehension and the development of digital skills.



## CAREER PROSPECTS

Beyond succeeding as a professional player students can find an interest and start in commentary, referee admin, events, coaching, journalism, video, business, marketing, and many other skills!

Additionally esports can pave the way to other careers in the video games industry for those interested in games design, coding, development and publishing.



# DID YOU KNOW?

*Video gaming is one of the leading interests of youth in Australia, with many gaming YouTube stars such as Muselk, Lazarbeam or PewDiePie becoming household names along with video games such as Minecraft, League of Legends and Fortnite.*

## SOME QUICK FACTS

Gaming is the world's largest entertainment industry valued at over \$200 billion globally. Esports is one of the fastest growing entertainment & media categories worldwide.

- Australians spend over \$3.5 billion on video games each year;
- 77% of young Australians aged 18-34 and 81% aged 8-17 play video games regularly each week;
- Over 16 million Australians are considered gamers;
- 41% of Australian gamers watch esports;
- The highest earning Australian esports athlete is Anathan Pham, earning over \$4.62 million.

## WHO ARE ESPORTS FANS?

Typically esports fans are young, technologically savvy and more likely to consume digital content than any other medium. There is an estimated 5.8 million persons in Australia with an interest in esports.





# CAREERS & RESOURCES

*The AEL is working closely with several institutions and partners to build the pathways for young Australians to develop their talent and pursue career interests.*



## TALENT DEVELOPMENT

The AEL is focused on player pathways for participating students, encouraging early skill development and talent support for students aspiring to become a professional athlete in esports.

Australia participated in the Birmingham Commonwealth Games' Esports Championship. Australia's national team came away with a Bronze medal in the Rocket League Womens and Mens divisions.



## CAREERS WORKSHOPS

The AEL are working with partners including SAE Institute and the Australian Computer Society to host career workshops where students and schools can attend to learn more about esports and pathways to develop not only their talent but also interests in a career within the gaming or esports world.

Dates for these workshops will be published on our website, or contact us to receive updates.

# VIDEO TUTORIALS

The AEL works with industry professionals and accomplished players to produce video tutorials. These are free to access as extra materials to enhance their learning and understanding. These tutorials serve as a knowledge database to enhance the classroom experience.



Running a Tournament

Broadcast Pt 1

Broadcast Pt 2

Super Smash Bros. Ultimate: Basics

Rocket League: Basics

# EXTRA RESOURCES

The AEL has developed further resources covering key topics supporting safe participation in esports and the latest research for teachers to adapt and share with students.

These resources are freely available and updated regularly to ensure they provide the latest knowledge in the industry with best practice to assist in supporting students.

Gaming Ergonomics





Online Safety

Keeping Your Kids Safe Online



# HEALTHY GAMING

Esports promotes healthy gaming for young players, just like with most activities playing video games should be done in moderation. Playing for a few hours a day is fine however the AEL recommends a balanced lifestyle.

-  Stick to a healthy diet
-  Balance with studies
-  Include physical exercise
-  Get plenty of rest and breaks



# OUR CORE VALUES

- Dedication to a positive experience;
- Inclusivity for all peoples regardless of gender, race, culture, or religion;
- Maintaining the highest levels of integrity and honesty in all that we do; and
- A commitment to always act with social responsibility that puts the best interests of players and the community first.



#PlayitFairOnline  
campaign resources available  
at: [esafety.gov.au](https://esafety.gov.au)

# STAYING SAFE ONLINE

Esports share an intrinsic link to our digital ecosystem, and we are proud to join the Australian Esports Association (AESA) in working with the eSafety Commissioner.

The AEL takes the online safety of players seriously and adopts a number of procedures and policies to foster a safe online environment for participating students.



# PROGRAM OVERVIEW

*The Acer High Schools Cup powered by Predator Gaming provides structured competition for students to participate in that coincides with school terms.*

Tournaments will be conducted over three series in 2023. Competition takes place over the internet with formats specific to each game and utilising the latest technology and software.

## WHAT'S ON OFFER IN 2023

- Open to Australia High Schools
- For students aged 13+
- Multiple games on offer
- Five weeks of competition
- Broadcast matches each week
- Awards & medals for students
- Plus other prizes from partners
- Live events across the country

## KEY DATES FOR 2023



### Summer Series

Registrations:  
due 20<sup>th</sup> Feb

Competition Period:  
5 Weeks  
27<sup>th</sup> Feb – 31<sup>st</sup> Mar



### Acer High Schools Cup

Registrations:  
due 1<sup>st</sup> May

Competition First Half:  
7 Weeks  
8<sup>th</sup> May – 23<sup>rd</sup> Jun

Competition Second Half:  
5 Weeks  
7<sup>th</sup> Aug – 8<sup>th</sup> Sep



### Spring Series

Registrations:  
due 15<sup>th</sup> Sep

Competition Period:  
5 Weeks  
16<sup>th</sup> Oct – 17<sup>th</sup> Nov



# GAMES ON OFFER

*Titles available for students to participate in 2023 include Rocket League played cross platform in 3 v 3, Overwatch played on PC in 5 v 5 and Super Smash Bro's Ultimate played on Nintendo in 1 v 1 mode.*



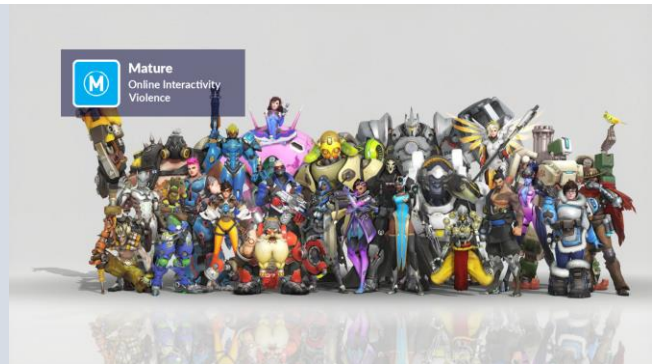
*Played cross platform in 3 v 3 mode.*

## Rocket League

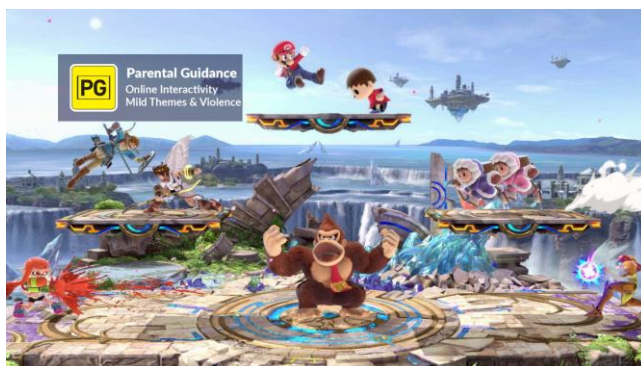
Soccer meets driving in this team focused game. Choose a variety of high-flying vehicles equipped with huge rocket boosters to score amazing aerial goals and pull-off incredible game-changing saves!

## Overwatch 1

Overwatch is a colourful team based action game starring a diverse cast of powerful heroes. The game features several different game modes, principally designed around squad-based objectives.



*Played on PC in 5 v 5 mode.*



*Played on Nintendo in 1 v 1 mode.*

## Super Smash Bro's Ultimate

Super Smash Bros. Ultimate is a fighting game featuring over 70 well-known characters from the Nintendo universe and franchises. Players must use unique abilities to try and knock each other out of an arena.

## HOW TO REGISTER

Registrations are open to all schools for 2023. Schools may submit students for a single series or multiple in the year, with no limit to the number of teams or students.

Visit: [www.ael.org.au/hs](http://www.ael.org.au/hs)



# PRESS PLAY TO START



## INFORMATION REQUIRED

There are two forms to complete.

First the **Order Form** to be completed by a teacher or school staff member, requiring:

- Information about the School and the students who will be representing
- The representative making the submission
- Representative contact details

Second the **Registration Form** to be completed by students, requiring :

- Student Information
- Gaming Alias & ID
- Discord ID



## ENTRY FEES

Entry fees are paid on a per student per game basis in each series.

- Entry is \$25 per student for the Summer Series
- Entry is \$40 per student for the Acer High Schools Cup
- Entry is \$25 per student for the Spring Series



# WHAT YOU NEED TO PLAY

*To get started each student must ensure they have the right gaming equipment available at home and a suitable internet connection.*

*Competition takes place online, check schedule for details. Students may play from home, schools may elect to host the students on school grounds for competition play.*

## STARTING EQUIPMENT

To be able to play you will need:

- A home internet connection, we recommend ADSL 2+ or NBN;
- A space at home to play;
- Super Smash Bro's Ultimate requires a Nintendo Switch;
- Overwatch & Rocket League can be played cross platform on either a PC, Nintendo Switch, Xbox or PlayStation;
- Associated peripherals such as Monitor/TV, Mice, Keyboard, Controller and Headphones;
- A copy of the game software installed and up to date;
- An installation of Discord software either on a phone or PC.



## PLAYER TIPS

We recommend setting up on a desk with an adjustable chair that will enable setting the monitor screen at eye level to ensure healthy ergonomics posture and comfort.

For players to have the best experience it is highly recommended to have a set of headphones with a microphone. This will enable and aid communication within the team promoting teamwork, coordination and tactics.



*Students are required to have Discord, free to download and use. Discord is an all-in-one Voice Over Internet Protocol communication tool with text and video capabilities. The AEL maintains a highly secure server for communication with tournament staff, connect with their team, report results and receive updates.*

## IT'S MORE THAN JUST GAMING

*Esports for Education by Acer*

# LEVEL UP YOUR GEAR WITH ACER

The Acer gaming range features a variety of products to help gear up students for esports.

Embarking on a journey to integrate esports into your school can be a new and exciting adventure. However, it begins with the right computer solutions.

Let Acer help you navigate esports and assisting your students with the selecting the right gear or developing your school's ultimate esports lab. Contact Acer's experts who are here to help with hardware selection and management at:

***education.aca@acer.com***



*"We are proud to be the official PC Sponsor of the Australian Esports League. We look forward to bringing esports as a valuable tool of learning and teamwork to all schools in Australia."*

Rod Bassi, Oceanic Sales Director  
Acer Computers Australia





# UPGRADE THE CLASSROOM



ViewSonic is a supporting sponsor of the 2023 Australian E-sports League High Schools Cup and will provide the winning school competing in Rocket League with a ViewSonic ViewBoard® 52 Series, 75" Interactive Display, including demo training and ongoing support (Prize value \$8,999.00 RRP).

The ViewBoard® 52 Series is the latest range of ViewSonic's 4K UHD interactive flat panels. It provides a modern centrepiece for collaboration in your classrooms. The board is also powered by software that enables sharing and enhanced collaboration.

*Upgrade the classroom and explore the ViewBoard® 52 series of interactive flat panel displays by ViewSonic. For more information visit:*

<https://discover.viewsonic.com/viewboard52series/>



**my myViewBoard™, Your Digital Whiteboard**

myViewBoard™ by ViewSonic is an educational software suite, offering enterprise-level security with cloud-based portability, and tools to enhance your digital whiteboarding experience, wireless casting, and remote device management.

- Access rich resource of original activities and videos.
- Create a secure and safe learning space.
- Drive engagement with polls, AI drawing, 3D sketchfab, and more.
- Manage devices and broadcast messages remotely.





# CONTACT US

Contact the friendly team at the Australian Esports League with any queries you may have. We hope to hear from you soon and look forward to seeing your students competing in the Acer High Schools Cup powered by Predator Gaming!

Website: [www.ael.org.au/hs](http://www.ael.org.au/hs)

Email: [highschool@ael.org.au](mailto:highschool@ael.org.au)

## EXTRA RESOURCES

To find more information about gaming check out the following:

- The office of eSafety: <https://www.safety.gov.au/parents/big-issues/gaming>
- Ask About Games: <https://www.askaboutgames.com>
- The Interactive Games & Entertainment Association: <https://igea.net>

Useful resources to support sustainable and healthy participation:

- AnyKey promoting diversity and inclusion in gaming: <https://www.ankey.org>
- Healthy gaming resource: <https://healthygamer.gg>
- The Institute of Games: <https://www.videogames.org.au/>

